Talon's Mark

Weapon (Longbow), rare (requires attunement)

This weapon starts with 0 charges with a maximum capacity of 3 charges. The Weapon will lose all charges if it does not gain any within one minute.

As a bonus action, you may mark a creature you can see within 300 feet. Additionally, as a bonus action, you may summon a hawk. The hawk follows the same statistics as the hawk statblock, and follows any commands you give which can be done telepathically while holding the bow. If the hawk goes beyond 1 mile of your location, it disappears. You may use an action to see through the hawk's eyes and hear what it hears; while doing this you may mark creatures. If the hawk is killed, it can not be summoned again for 4 hours. The mark lasts 1 hour before fading. You may only have one marked target at a time with this weapon. You may dismiss the hawk at any time during your turn.

When making an attack against a marked target, the arrow overflows with energy and does thunder damage instead of its normal damage type. You also gain a +3 to hit against targets that are marked. If you hit a marked creature with this weapon you gain one charge; if this is a critical hit, you instead gain the max amount of charges this weapon can hold. You may only gain a charge once on your turn unless it was a critical hit.

While this weapon has three charges, on the next attack consumes all charges as it fires a loud booming arrow that is accurate at twice the normal range. Upon hitting a marked target, this weapon does an additional 2d8 thunder damage. Regardless of whether the target was marked or not, the arrow explodes in a loud noise resembling a hawks caw that can be heard from 500 feet away. All creatures within 15 feet of the impact point must make a Constitution saving throw. On a failed save, the creature takes 3d8 thunder damage and is deafened until the end of their next turn. On a success, they only take half the damage and are not deafened. Attacks against a marked target in this way do not generate an additional charge.

Hello, everyone! Thanks for checking out my content, and I hope you can get a kick out of it in your next game. I would love to hear any feedback you can give me on the balance of it, along with any errors you see. Check out my other social media linked to my account, where I post multiple times a week! Credit. Item design by me, art commissioned to GuzArt for this piece. Please feel free to support me on Patreon and support GuzArt on his page! https://www.patreon.com/the_cardinals_workshop, https://guzartcomms.carrd.co